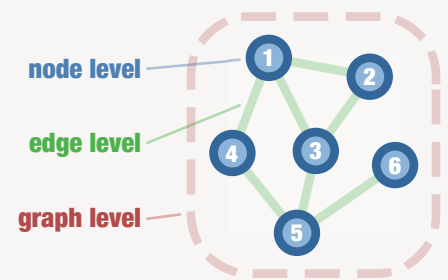


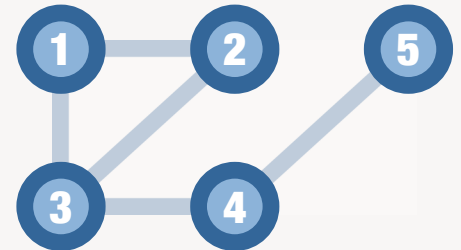
target levels for representation

- Node level representation
Example: Social network bot / troll detection
- Edge level representation
Example: Social network missing link prediction
- Graph level representation
Example: Molecular property prediction (e.g., toxicity, solubility coefficient)

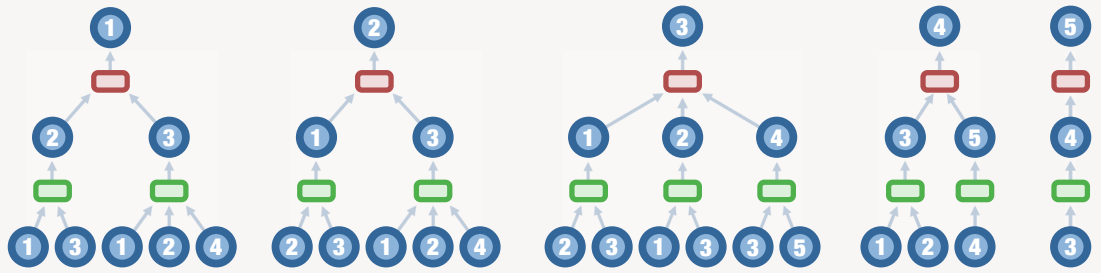


representational graph

- Refers to graph representation of the problem at hand

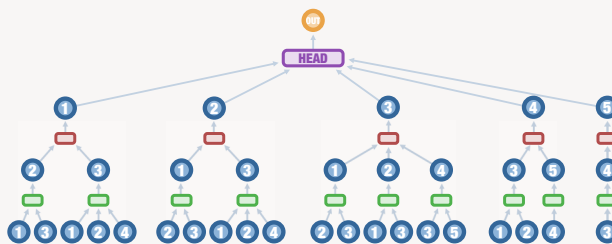


GNN compute graph



- Derived (unrolled) from representational graph above
- Shown here: 2 hops compute graph (i.e., compute graph for a 2-layer GNN)
- Green: Layer 1 (message compute & aggregation)
- Red: Layer 2 (message compute & aggregation)
- Same color (red / green) = shared weights
- Representational graph can be derived from compute graph and vice versa

getting to the target level



- In most cases, core GNNs produce node-level representations
- Edge-level representation: aggregating representations of adjacent nodes
- Graph-level representation: aggregating representations of all nodes in the graph
- Example above: graph level task

Head for edge representations:

$$y_{uv} = \text{Head}_{\text{edge}} \{h_u^{(l)}, h_v^{(l)}\}$$

Examples:

$$y_{uv} = \text{Linear}(\text{Concat}(h_u^{(l)}, h_v^{(l)}))$$

$$y_{uv} = h_u^{(l)} + h_v^{(l)}$$

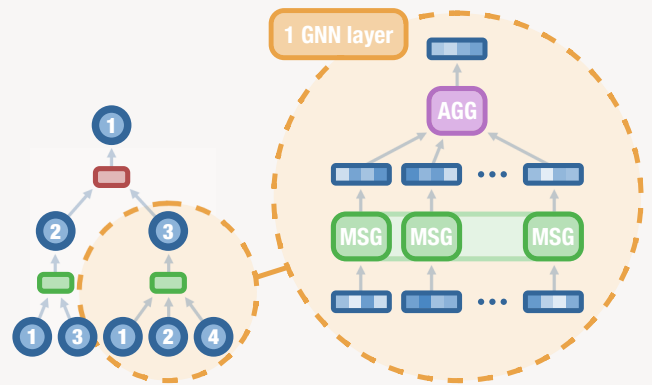
$$y_{uv} = \text{dot}(h_u^{(l)}, h_v^{(l)})$$

Head for graph representations:

$$y_G = \text{Head}_{\text{graph}} \{ (h_v^{(l)}) \in R^d, \forall v \in G \}$$

message computation

- Node features get transformed by a function $MSG()$, typically a neural network (MLP)
- Input: fixed-length feature vector (concatenation or sum of multiple embeddings)
- Output: Message (fixed-length vector)
- Function is applied to each input vector individually



One GNN layer:

$$h_v^{(l)} = AGG^{(l)} \left(\{MSG^{(l)}(h_u^{(l-1)}), u \in N(v)\} \right)$$

Alternatives for $MSG(\cdot)$:

$$MSG^{(l)}(h_u^{(l-1)}) = m_u^{(l)} = W^{(l)}h_u^{(l-1)}$$

$$MSG^{(l)}(h_u^{(l-1)}) = m_u^{(l)} = MLP(h_u^{(l-1)})$$

Alternatives for $AGG(\cdot)$:

$$AGG^{(l)}(\{m_u^{(l)}, u \in N(v)\}) = Sum(\{m_u^{(l)}, u \in N(v)\}) = \sum_{u \in N(v)} m_u^{(l)}$$

$$AGG^{(l)}(\cdot) = Mean(\cdot)$$

$$AGG^{(l)}(\cdot) = Max(\cdot)$$

$$AGG^{(l)}(\cdot) = MLP(Sum(\cdot))$$

Optional extensions:

$$h_v^{(l)} \leftarrow AGG^{(l)}(\{MSG^{(l)}(h_u^{(l-1)}), u \in N(v)\})$$

$$h_v^{(l)} \leftarrow CONCAT(h_v^{(l)}, MSG_t^{(l)}(h_v^{(l-1)}))$$

$$h_v^{(l)} \leftarrow \sigma(W^l \cdot h_v^{(l)})$$

$$h_v^{(l)} \leftarrow \frac{h_v^{(l)}}{\|h_v^{(l)}\|_2}$$

message aggregation

- Multiple messages get aggregated into a single vector by a function $AGG()$
- Input: N messages
- Output: Fixed-length vector (typically of same size)
- Requirement: Permutation invariance (no concatenation!)
- Examples: Sum(), Mean(), Max()
- Optimal: MLP(Sum(message)) with message = MLP(feature)

layer connectivity

- Each GNN-layer increases “receptive field” by one hop
- GNNs typically have 2-3 layers (more is often not helpful)
- Instead:
 - Increase the size / number of layers of the networks within the GNN-layers
 - Pre-process raw features with deep networks
 - Add skip-connections

